

The Price of Power

A One-Round AD&D Dark Sun Tournament

**by
Kevin Melka**

ADVANCED DUNGEONS & DRAGONS, AD&D, Dark Sun, and the RPGA Network are registered trademarks of TSR, Inc. Copyright 1994. ALL RIGHTS RESERVED. Tournament detail copyright TSR, Inc. This scenario is intended for tournament use only and may not be reproduced without approval of the RPGA Network.

This is a standard RPGA Network tournament. A hour-hour time block has been set aside for this event. Begin by passing out the player characters; pass them out based on class only, not revealing gender or race. Instruct the players to leave the character sheets face down until you have read the introduction. Then, tell them to study their character sheets, select spells, and notify you when they are ready to begin the adventure.

It is a good idea to ask each player to put a name tag in front of him or her. The tag should have the player's name at the bottom, and the character's name at the top. This makes it easier for the players to keep track of who is playing which character. The actual playing time will be about three hours. Make sure you use the last 20 to 30 minutes of the event time block to have the players capsulize their characters for each other and vote. The standard RPGA Network voting procedures will be used.

Make sure you have finished voting before you collect the players' voting sheets. This way you will not be influenced by their votes and comments. The players are free to use the game rules to learn about equipment and weapons their characters are carrying.

DM Background

The power of a dragon. Such unbridled destructive might that all will quiver in your wake. Such desolating power is sought after by all corrupt defilers/psionicists who know of its secret, and there are very few, alive or dead, who have knowledge of such potent power. The sorcerer-kings are some few who know how to attain the power of the dragon, for they themselves are in the infant stages of such a grand metamorphosis that may one day lead to the annihilation of Athas.

However, the arrogant sorcerer-kings are not the only ones who knew of the secret of achieving the power of the dragon. Many others knew of the mysterious metamorphosis needed to achieve such immense might, although some who tried did not survive. Such is the story of the defiler Hedivicitactal the Lost.

Born the slave of a slave eight kings' ages ago (616 years) under the rule of the Shadow King of Nibenay, Hedivicitactal was weak in form but strong in mind and escaped the confines of the brutal slave pits at the young age of 15. Joining a savage group of malevolent raiders as their psionicist, the young Hedivicitactal began studying under the band's defiler. After most of the tribes members were decimated by a ferocious nightmare beast years later, the now 26 year old Hedivicitactal disappeared from the face of Athas for nearly two decades until he one day returned to Nibenay to challenge the Shadow King. Barely escaping with his life, Hedivicitactal retreated into the desert swearing vengeance.

During his battle with the Shadow King, Hedivicitactal learned that the sorcerer-kings are actually a form of dragon in its infant stages of metamorphosis. For the next decade the defiler/psionicist traveled throughout the Tyr region, searching endlessly for the secret of this great power. Thinking that he possessed all of the details needed to cast the dragon metamorphosis, Hedivicitactal retreated to his oasis hideaway near Nibenay to cast this powerful spell.

With his few followers gathered around him, the defiler cast the powerful spell he thought would begin his transformation into a dragon. Luck, however, was not on his side and Hedivicitactal's physical body perished in the attempt, leaving his mind to dwell forever in a dried out husk of a body. His few followers gathered whatever booty they could find and fled what they believed was a cursed structure in the desert. The story of

Hedivicitactal would never be told, for these fools were slain upon leaving the edifice by the creature that had guarded the oasis for the defiler over the years. Thus has remained Hedivicitactal the Lost for over six kings' ages, until today.

Starting the Adventure

The PCs begin the adventure traveling through the desert on their way to the city of Nibenay from any location in the Tyr region, except from the city Gulag who are Nibenay's hated enemies. During a terrible duststorm the PCs become hopelessly lost, separated from the trade route they were following. Having used the last of their supplies, the PCs spy a small scrub plain in the distance that may solve their ration shortage.

Part One

Hedivicitactal's Oasis

Located in the sandy wastes 15 miles north of Nibenay, this oasis consists of a moderate size volume of water surrounded by an immense sand dune, a myriad of modest size palms, and wild growing scrub grass. The trees, growing close to the precious water, bear a wild fruit that can sustain a person for many days. The water is also of hearty quality, however, it and the cherished fruit are still under the protection of Hedivicitactal's guardian.

NOTE: DM Make sure to read the section marked *Interlude* found after Part Two; it contains pertinent information that leads to Part Three.

q4#P

A Price for Water

When the party comes within a stone's throw of the oasis, relay the following:

Your parched throat and cracked lips burn in the fierce Athas sun, as you gape at the bounteous source of water before you. Hundreds of gallons of the precious liquid lies just ahead, surrounded by palms, grass, and other sparse vegetation. A great sand dune flanks the oasis to one side, and the distant mountains you know to be north of Nibenay can be seen on the horizon.

In his time, Hedivicitactal needed a powerful guardian to watch over his water and his refuge which is buried beneath the vast sand dune before the party. During his wanderings in search of power, the deranged defiler came across an infant Cistern Fiend just separated from its hermaphroditic parent. Stunning the powerful parent creature, Hedivicitactal snatched up its spawn and returned it to his oasis as his stalwart guardian.

The cistern fiend will sense the PCs approach with its psionic powers (see below) and lie in wait for at least two or three victims to advance before it lurches from the water to attack. The oasis is fed by a rare underground stream and is 25' at its deepest point, ample room to hide this ghastly guardian.

Cistern Fiend: Int: Low; AC: 0, MV: 12sw, HD: 10+10, 94 hpts, THACO: 9, #AT: special, Dmg: special, SA: paralyze atk, psionics, SD: regeneration, SZ: G (40'), ML: 15, AL: N

Psionic Summary: **Telepathy**-Sciences: mind link, psionic blast; Devotions: contact, ego whip, inflict pain, life detection (special ability-always active with no cost), mind thrust, synaptic static, thought shield.

A terrible creature believed to have been created by some long dead king, the cistern fiend appears as a giant, vaguely green but transparent worm with a great mass of coiling pinkish tentacles surrounding a hideous mouth. While in the water, the creature is nearly invisible and imposes a -3 penalty to surprise rolls. Only a *detect invisible* spell will reveal the monster's presence.

The cistern fiend attacks with its bite in an attempt to suck out the victim's bodily fluids through the proboscis. The victim will lose 1/4 of their normal hit points every round until they are dead in 4 (or less if they are injured) rounds. The lose will also cease if the fiend is somehow slain.

Additionally, the beast simultaneously attacks with its poison 10' tentacles that surrounds its mouth. These tentacles secrete a highly toxic paralyzing fluid that causes victims to make a check vs their Constitution or their heart will stop, causing instant death. A successful check means that the victim is paralyzed for 1d10 rounds, in which time the life is being sucked from them. Paralyzed victims are automatically hit by the proboscis attack.

The cistern fiend, or water worm as it is called by some, feeds in two different ways. The first is to filter out the nutrients from the water supply in which it dwells, leaving the water in an extremely pure state. The second way is to extract body fluids from its victims as described above. Slain quarry's fluids are filtered through the fiend and the resulting pure water is expelled into the water supply. A cistern fiend must stay immersed in water or it will die in 1d4 turns.

Once defeated, the cistern fiend's basin can be searched for spoils of past fatalities who came here to drink. Spread about on the floor of this clear blue pool is: 35sp, 59gp, three opals worth 15gp each, two bone short swords, an obsidian long sword, a rusted thri-kreen chatkcha, a tattered leather knapsack containing potions of extra-healing and speed, metal *wrist razors of venom* +2 (as dagger of venom, contains no poison at this time), a *ring of jumping*, a rune encrusted golden key (see Part #3), a *staff of curing* w/5 charges, and a rare magical item in Athas--a *frost brand two-handed sword* +3 named Blazerazer (this weapon will act as a +6 blade against all fire clerics-see below).

Once the PC's have extracted all of the treasure from the water, including the golden key, continue with Part #2.

Part Two

Kill or be Killed

During their approach to the oasis, the PCs were being observed by a small group of decadent raiders who have their base of operations not far from here near the Nibenay mountains. For several years this band, known as "Freedom's Fire", has tried to slay the fierce cistern fiend to gain its priceless water and has met with little success. The leader of this company is a diabolic human fire cleric named Ardor. He has scouts watching the oasis in case someone does the unimaginable and actually slays the beast.

Ardor's scouts, using a pair of *eyes of distance* (same as eyes of the eagle), have witnessed the PC's slaying of the beast and have quickly rushed off to tell their master. Ardor believes that the pool of the cistern fiend holds

great treasure and has become obsessed with obtaining it, even if it means executing the PC's. Sometime after the party has finished collecting their spoils from the water, but before they discover the buried door (see ***Interlude***), Ardor's forces will arrive at the oasis.

Join us or Die

Once the party is finished exploring the pool of the cistern fiend, read them the following before they can decide upon their next move:

The cool taste of the beast's water quenches your mounting thirst, and is the most wonderful thing to ever pass over your cracked lips. As you ponder your next move in this magnificent paradise, a fair size dust cloud appears suddenly from the south headed in your direction.

Give the PC's four rounds to ready weapons, spells, or conceal some (but not all) of their party. On the 5th round continue with the following:

As the size of the approaching dust cloud slowly begins to dwindle, several human-sized figures can be seen advancing toward you. Soon this small force of raiders circles the massive sand dune, and comes to a halt scant yards from the crystal clear pool.

Flanked by humans, muls, and a half-giant, is a small war chariot bearing two sinister passengers. Guiding the crodlu-driven cart is a slender elf holding an expertly-carved composite low bow in his free hand and the reins in the other. Riding next to the elf is a male human who had gestured the company to a halt and is obviously their leader. Tension mounts as both groups stare at each other in silence for several minutes.

Dressed in red and orange hues, their leader waits for the arid dust to settle before he addresses you, "Greetings to you brave and noble warriors", he eloquently states, "I have watched you battle, and complement you on a victory that had yet to be achieved by any champion of Athas; I am Ardor Kilnn, and these are my faithful warriors.

"For years my tribe has tried to slay the savage cistern fiend, and many of my men have become its fodder. For years I have been thwarted by this creature," he says as his visage suddenly turns fiendish, "and now that it is dead I claim the right to this oasis and all that is here. I will give you one chance to join me, and if you refuse your bones will ~~bake in the~~ bake in the scorching heat of the all-powerful sun! Do you wish to live under my command? Or die like an impotent renk!!!"

Ardor has fought with the cistern fiend for many years, in fact he had created Freedom's Fire to destroy the monster. The fire cleric has always believed that the oasis has some sort of hidden or ancient ruins, and his obsession with gaining control of this meager paradise has driven him to the brink of madness. There is no dealing with this insane leader, and any attempts at exchange will be useless.

Ardor knows that there are at least 5 members of the PCs party, and he will spread his men throughout the oasis if he sees less than that. Otherwise he will command his followers to rush forward and slaughter these infidels while he and the elf strike from the rear. Throughout the combat Ardor will scream things like, "This oasis is mine!!! Do you hear me, MINE!!!" or "I will dance on your trespassing, charred remains you spawn of a kank!!!", and so on.

Ardor Kilnn-Fire Cleric: Int Very; AC: 8 (carru leather), MV: 12, C10, 55 hpts, THACO: 14, #AT: 1,

Dmg: 2-8 by burning oil flasks, SA: spells/see below, SD: ignore fire for 10 rounds/day, ML: 18, AL: NE; Str 9; Int 16; Wis 19; Dex 12; Con 19; Cha 20; Wild Talent: Know Location-PSP 10; PS-Int

Spells: **1st:** Endure Cold, Faerie Fire, Cause Light Wounds x2, Protection from Good, Command, Sanctuary; **2nd:** Aid, Barkskin*, Produce Flame x2, Trip, Withdraw; **3rd:** Flame Walk, Protection from Fire*, Pyrotechnics, Paralysis; **4th:** Produce Fire x2, Cure Serious Wounds x3; **5th:** Flame Strike, Wall of Fire.

*indicates spell cast prior to combat.

As a cleric of fire, Ardor has the following abilities: 1) can turn or dispel undead, 2) can ignore the presence of fire for 1 round/level (this protection extends to everything the cleric is carrying), 3) Can gate material directly from elemental plane of fire (Ardor's gating will take the form of a *wall of fire* as per spell at his level), and 4) *conjure fire elemental* as per spell conjure elemental.

Ardor is a slender 6' 1", 155lbs, and has flaming red waist length hair. Born 50 years ago in a tiny village south of Gulag, Ardor studied under the village's cleric of fire until his 20th year when he struck out into the cruel Athas wilderness. For the last decade Ardor has been the leader of Freedom's Fire, operating as raiders and occasional slave liberators along the trade route north of Nibenay.

During this last decade Ardor has become obsessed with the destruction of the cistern fiend, and the possible existence some buried structure that the monster had been guarding. This fixation has slowly driven him mad.

Besides five flasks of oil and the eyes of distance, Ardor has the following items on him:

33gp, 70 bits, 2 rubys w/20gp each, a crimson crown encrusted with gems w/120gp which he wears, and a ring of free action made of a scarlet metal.

Task-Elven Archer: Int Average; AC: 3 (carru leather + Dex), MV: 12, F7, 46 hpts, THACO: 14, #AT: 2/1 by weapon and bow, Dmg: 1d6-1 by bone quarterstaff/1d8 by sheaf arrows, SA: bow spec.(+6 to hit/+3 damage total), ML: 15, AL: LE, Str 17, Int 14, Wis 9, Dex 21, Con 13, Cha 11; Wild Talent: Cause Decay-PSP 4, PS-11

Task carries a composite long bow w/25 sheaf arrows and a bone quarterstaff that is secured to the side of the chariot. Task is an accomplished archer, and is Ardor's right-hand man. If the battle turns against Freedom's Fire, Task will spur the chariot back to their hideout in the nearby mountains and will not return for several days.

Undak-Half Giant Warrior: Int Low; AC: 6 (mekillot hide), MV: 15, G3, 48 hpts, THACO: 18, #AT: 1, Dmg: 1d6+11 (club + Str 23), ML: 8, AL: ?G, Str 23, Int 14, Wis 8, Dex 15, Con 15, Cha 11; Wild Talent: Detonate-PSP: 20, PS: 12

Undak is the newest addition to Ardor's tribe and is still unsure about his role here. Low of followers with great strength, Ardor purchased Undak from a Nibenay noble's gladiator stock 3 weeks ago in an attempt to bring some muscle to Freedom's Fire. Since then Undak has seen Ardor has done some very suspicious things, and he isn't sure that being with the cleric is such a good thing.

During every round of combat, Undak must make a morale check or he will surrender to the opposition. If the PCs allows the half-giant to live (smart players should), Undak will become an NPC follower of the party from then on. Undak will also

surrender if Ardor flees the battle.

Human Warriors (3): Int Average; AC: 10, MV: 12, F2, 15 hpts ea., THACO: 19, #AT: 1, Dmg: 1d6-1 by obsidian spear, ML: 12, AL: N(E)

Mul Warriors (2): Int Average; AC: 10, MV: 12, G2, 20 hpts ea., THACO: 19, #AT: 3/2, Dmg: 1d8-1 by obsidian long sword, SA: weapon spec. +1 to hit/+2 damage, ML: 12, AL: N(E)

Light War Chariot: (AC: 8, MV: as crodlu, 36 hpts, THACO: as driver, Dmg: 2d8 for trample)

A faster version of its heavy counterpart, the light chariot is a single concave piece of stiffened leather or chitin supported by a wooden axle and two spoked wheels.

The driver of the chariot can attack with a single-handed melee weapon at a -4 penalty, and the combatant suffer a -2 to hit if the chariot is moving at 1/2 of its top speed or higher. The chitin and leather protection gives the driver and passenger 50% hard cover; and all missile attacks suffer a -4 penalty to hit. In melee combat, the driver and combatant are considered on higher ground and gain a -1 on initiative rolls.

Crodlu (2): Int Animal; AC: 4, MV: 24/18 when the 2 pull the chariot, HD: 4+4, 22 & 25 hpts, THACO: 15, #AT: 5, Dmg: 1d8/1d6(x2)/1d4(x2), SA: grapple, ML: 8, SZ: L, AL: N

Crodlu are large, reptilian animals that roam the desert in herds that are easily domesticated. Resembling enormous ostriches with long arms, they vary in color from dusty yellow to brick red on their tough scaly hide. While their eyesight is poor, their sense of smell is acute and more than makes up for this impairment.

Although they look like giant chickens, the crodlu are quite capable of taking care of themselves. Anyone wandering too close to the front of the war chariot will find themselves victim to the creature's bite, two hand claws, and powerful hind legs attacks. If both hand claws hit, the crodlu has grappled his foe, allowing the beak to hit automatically for double damage. While pulling the chariot, all attacks by the crodlu suffer from a -1 to hit.

If one of the creatures is slain, then the movement rate of the vehicle is reduced to 1/3 its normal rate. If either beast is reduced to less than 1/2 its hit points it must make a morale check or flee the combat. These crodlu are well trained and will not spook or otherwise be frightened by warfare.

After Combat

If Ardor's forces are defeated, but he escapes, he will return in 2d10 days with the remainder of Freedom's Fire (a force that consists of 12 more humans and 5 mul with stats as listed above). DM may play out this battle later if the party wishes to stay here after the ruins are searched (see below).

Once Parts One and Part Two are finished, DM should re-read *Interlude* to that they explain to the party exactly what they see.

Interlude

In the days that followed Hedivicitactal's failed attempt at dragon magic, the rocky badlands that surrounded the oasis was consumed by a sandstorm of extraordinary might thoroughly covering his dwelling. Preserved by the covering of sand, and protected from robbers by the cistern fiend, this abode has rested untouched for several

centuries.

At some point in either Part One or Part Two, the PC's will accidentally discover the door to the defiler's tomb which is covered by a great sand dune. DM must watch for an opportunity to link the door and some action by the players, ie. blast of magic, falling onto the dune, a fleeing raider moves away some sand, etc. Once this action is determined, it will reveal the front door's hidden location to the party leading them into Part Three. Due to its unique enchantments, this structure (including the front door) is undetectable by any other means magical or psionic. The only way to discover Hedivicitactal's dwelling is by accident.

Part Three

The Mind of Madness

Once the PC's have discovered the door to Hedivicitactal's ancient structure, recite the following:

Moving away the sand and rocks that cover the concealed precious metal, you unveil a shining doorway constructed of ornately carved steel and copper. Visions of immeasurable riches fill your minds as the impact of this find fully registers. Closer examination reveals that the door is placed in a foundation of solid, well constructed stone that disappears into the rocky sand dune behind it. What appears to be magical runes or ancient writing covers the door from head to toe, and a large golden keyhole rests in its lower left hand corner. The same mystical markings can be found on the key recovered from the monster's pool.

The key easily fits into the lock, and a simple twist to either the right or left will disengage the magical wards that seal the structure. Nothing short of the power of a sorcerer-king can enter Hedivicitactal's dwelling without one of these two keys (the other one is on the defiler's body).

Once the seal of the door is broken, lethal fumes (the result of centuries of rank air gone bad) will spew forth causing all within 15' of the door to save vs poison at +1 or take 2d8 points of damage to their lungs and throat and will pass out for 1d4 turns. If the save is made, the victim will suffer a -1 to hit for 1d4 turns due to coughing and choking.

Hedivicitactal and his Home

The dwelling of Hedivicitactal is unique in structure, and powerful in magic. Only a small portion of the structure is above ground, while the rest is beneath the rocky badlands that surround the lush green oasis. Most of the magical wards that protected it are still intact; below is a list of the magical protection that is still in place:

★ The only way to enter the structure is by the front door. The only way to open the door is by one of the two golden keys.

★ Once inside no one may teleport, either magically or with psionics, out of the structure (this also applies to other forms of travel ie. dimension door/walk etc.). It is possible to travel such inside as long as the user can see where they are traveling to.

★ Any use of psionics here uses double PSP unless the character is a defiler/psionist. All other psionic rules remain the same; wild talents suffer from a -1 to power score roles and function only two rounds instead of four rounds for continuous use.

As stated previously, the body of Hedivictactal is a lifeless husk located deep within his dungeon tomb (see below). However, the mind of the defiler lives on and still possesses its formidable psionic powers. Helplessly trapped in this dark crypt for several centuries his mind has slowly gone mad, but once the seal of the structure is broken the insane creature will do all in his power to escape his cursed form.

Hedivictactal's psionic powers extend to all rooms and corridors that are below ground, the first chamber that the PCs will enter is beyond his psionic range (this is due to the undead ghost that is forever trapped there). Once the party descends the stairs, Hedivictactal will become fully aware of them and will slowly draw them to him. DM be sure to read all of Part Three before continuing on from here.

Chamber #1: Cursed to Dwell Forever

Once the door is breached and the noxious fumes have passed, relay the following when a light source is used and the PCs state they are entering:

As the dust and deadly fumes dissipate, a carved stone chamber descending into some ancient ruin can be seen. Moving cautiously forward, your feet stir what might be ages of dust and crumbled stone causing you to cough as you fan it away. Directly across from the entrance is a stairway leading further into the depths of this aged structure.

Suddenly an eerie incandescent glow fills the room and the ghostly figure of a man floats throughout the chamber. His head is bent at an odd angle, and its body is horribly shriveled and useless. His gaze shifts in your direction as you reach for weapons, and his supernatural voice echoes as he speaks:

"Woe to you who have entered the prison of Hedivictactal the Insane!" ~~he says in a dreadful shriek.~~ "All who die at his hand will become such as I! But I can help you with the answer to one question-yes or no! So speak now so I may ease the pain of your impending deaths!"

This poor tortured soul is one of the defiler's servants that fled after his failed spell and was slain by the cistern fiend. He is cursed to dwell here forever until Hedivictactal is forever slain. The defiler's psionic senses cannot penetrate into this chamber, so anything that the PCs say or do here is unknown to him. However, once the party starts their way down the stairs, the defiler will become aware of them.

The tormented soul knows every thing presented in the DM background and the basic layout of the tomb, but knows nothing of Hedivictactal's current powers. The ghostly creature is completely insubstantial and cannot be harmed. If someone threatens or foolishly attacks him, he will fade away without helping the party.

Chamber #2: Hall of Hedivictactal

Once the party reaches the bottom of the steps the insane mind of Hedivictactal will become aware of their presence, and will lead them to their doom. When the PCs reach the chamber relay the following:

Thick dust and gummy cobwebs bar your passage, as best as they can, to the entrance to a dark chamber. As you peer into the inky blackness, a brilliant burst of flame suddenly erupts from a small pedestal at the room's center illuminating everything within. A section of wall across from you as given in to the pressure of the sands above and has collapsed from the vast weight, while the

rest of the chamber is ample but empty. The eerie orange glow highlights the chamber's last feature, a stone stairway leading down directly across the chamber.

The flame was lit by the power of Hedivicitactal to make sure the PCs venture further, mainly down the stairs. As stated above there isn't much else within here, however there are the crumbled remains of a wooden desk and chairs opposite of the cave-in that is now nothing but dust.

Extended movement within this chamber will stir up considerable amounts of dust, causing the PCs to choke and gasp for air. The section of wall that is caved in holds no special interest, but if the party wastes time here Hedivicitactal will become impatient and cause noises below by using *ballistic attack* with some of the gems below. The ensuing noise may help to get the party moving.

This chamber was once used by the defiler as a meeting area for he and his few followers, and various other activities. The fire will burn for 4 turns before going out.

Chamber #3: Follower's Quarters

These chambers were the living quarters for Hedivicitactal's followers and slaves. Each chamber contains the rotted and crumbling remains of a small cot, chest, and mundane clothing. Each of the chambers has the following special contents:

3A: Among the crumbling furniture is a steel tipped dart +1 that one of the followers left behind in his haste. The tip is steel while the remainder of the dart is obsidian.

3B: The ghost of one of the defiler's slaves dwells here. When the mad wizard's spell went wrong, this poor soul was standing next to his and the magical backlash disintegrated him instantly. His ghost now dwells these ruins until Hedivicitactal is forever slain. He will first be encountered here, and will go so far as to attack the party to keep them from entering Chamber #6.

If the ghost is attacked outright, he will believe that the party is here to free the mad defiler and will fight back. This ghost never talks and will not hamper the party unless he is encountered here first. Hedivicitactal cannot sense the presence of this ghost. There is nothing else of value here.

Ancient Ghost: Int Average; AC: 0, MV: 9, HD: 10, 55 hpts, THAC0: 11, #AT: 1, Dmg: age 4d10 years, SA: psionics, SD: see below, SZ: M, AL: LE

The sight of this ghost will cause any humanoid to save vs fear or flee for 2d6 turns and age 10 years. Priest above 6th level and those with a high wisdom are immune to this effect, and PCs above 8th level get a +2 to their save. This ghost is immune to weapons that are of a non-magical nature, as well as spells below 3rd level.

This ghost possesses the wild talent that it did in life, *project force*, which it can now do once every 4 rounds (this replaces the ghost's *magic jar* attack). As an undead the ghost is immune to all mind effecting spells, as well as paralysis, sleep, hold spells, and poisons. Holy water does 2d8 damage per vial, and anyone slain by this ghost is forever dead.

3C: A skeleton with a crushed skull lies among the rotted furniture here. Fighting over the defiler's possessions, one of his followers slew this poor fellow whose body will crumble to dust if touched or moved. Among the rotted garments that he was

wearing is a *ring of mind shielding**.

* this ring works the same as the one listed in the DMG, and also confers a +4 to all psionic saves vs telepathy and allows a saving throw vs telepathy attacks when none is given.

3D: Among the rotted items, dust and cobwebs is a small ceramic vial containing a very toxic poison. Its an ingestive type J (onset: 1-4 minutes, strength: death/20 pts damage) and is enough for only 1 dose.

Chamber #4: Magical Laboratory

This chamber is where Hedivictactal created his magical items and spell components needed to cast his powerful *dragon metamorphosis* spell. There is a 50% chance to find any type of spell components here stored in specially preserved glass vials resting upon a 15' long obsidian table (worth 100gp).

There are also several aged tomes on spell components and spell creation. If these books can be preserved somehow they are nearly priceless to any wizard, however if they are even touched in their present condition they will fall apart. The door to this room is constructed of obsidian and is not locked.

Hidden away within the remains of a crumbled and rotted wooden table in the eastern corner is a cursed *necklace of strangulation*.

Chamber #5: Casting Chamber

The door to this room is sealed with a *wizard lock* at 20th level, casted by Hedivictactal himself centuries ago. The insane defiler sealed this room just before his failed attempt at the dragon metamorphosis, casting the actual spell in chamber #6 because the chamber only works on spells of 8th level or less. The door itself is obsidian in

construction, 5 inches thick, and covered in carved runes. The runes on the door keep all magical effects, good and bad, sealed within the room. If the PCs enter read the following:

The chamber is lit by continual light gems embedded wedged in the ceiling, an iron table with several books and scrolls upon it stands in one of the far corners, and a pentagram circled with runes and candles adorns the center of the room.

Any spell cast within this chamber requires no spell components as part of the casting, and all spells last the maximum duration as long as the recipient of the spell remains within the pentagram. On the table are several dozen books on spell research that are centuries old and in fairly good shape. Anyone who reads through these books will learn the accumulated research knowledge of Hedivictactal, each book taking 1-2 months to assimilate.

Defilers will find these books priceless in knowledge, while preservers will shun their blatant shortcuts that destroy the fragile ecology. Defilers who study these books will advance in levels 30% faster for 4 levels, while preservers who study them will advance 10% faster for 3 levels.

The scrolls that also litter the table are Hedivictactal's notes on a defiler/psionicist's first stage transformation into a dragon (this may come as a surprise to some players who don't know of this magic). These written notes are missing a few key elements that caused the spell to fail for Hedivictactal, but over his centuries of imprisonment he has discerned the missing segments and now knows the correct formula.

These scrolls are also in fair shape except one that is a *scroll of protection from magic* that is mixed among the others.

The continual light gems are embedded in the stonework and will fade if they are removed. Hedivicitactal's psionic senses cannot penetrate this chamber if the door is closed.

Chamber #6: Prison of Hedivicitactal

The door to this chamber is iron bound and obsidian, with rusted steel hinges that will squeak loudly when the door is opened. A lock on both sides is presently unlocked. The lock is in good shape and its complexity confers a -20% penalty to open locks rolls. The door is also of excellent construction and open doors rolls are made at a -2. When the door is breached read the following:

An eerie shadowy illumination glows throughout this room, casting an unearthly black light glow on everything within. The source of this supernatural radiance are twin ebony globes resting on either side of corroded, ornately carved throne that must have once been a majestic and priceless work of art. Seated in the throne is a lifeless skeletal husk shrouded in decayed and tattered robes, its head cocked to one side at an unnatural angle. A large quantity of various precious gems lie scattered about the floor, varying in size and type. The combination of murky incandescence and a deteriorated corpse send a slight shiver down your spine.

By this time the insane defiler is well aware of the PC's and is carefully planning his devastating attack. How Hedivicitactal achieves his goal depends on the actions of the PCs, but regardless his final plan remains the same. Hedivicitactal's scheme is to stun one (or all) of the party, and then switch his mind with that of a disabled character.

Hedivicitactal will choose one of the most physically fit of the party, with his last choice being the halfling or the half-giant. DM use the following situations as a basis for your attack plans:

1) If the entire party enters the chamber, either to look around or loot the gems, Hedivicitactal is attempt to stun them all with using the *ultrablast* science. the defiler will do this up to twice to disable the party. If all of the PCs are paralyzed, Hedivicitactal will *telekinesis* a victim over so the their hand rests on his head. At this time he will attempt the *switch personality* science.

2) If one or two PCs enter the room and the other show no sign of entering, Hedivicitactal will slam and lock the door from this side using his *telekinesis* science, and then use *ultrablast* as listed above. If the transfer is successful, the defiler will pose as that character while destroying the mind of the PCs that is now trapped in the lifeless husk.

If his plan is triumphant, Hedivicitactal will attempt to destroy any remaining characters using spells (those that do not require components unless he is in Chamber #5) an/or psionics. Once he has a chance to study his spell books (found in chamber #7), the defiler will use a *wish* spell to negate the harmful effects of the *switch personality* science. It will then take him 2-3 days to gather the components needed to once again try the *dragon metamorphosis* spell.

If his plans somehow go awry, Hedivicitactal will use all of his sciences and devotions to slay or seriously harm the party (such as *disintegrate* and *project force*. Even though he has hung on the edge of death for several centuries, this mad man still wishes to live so he may exact revenge on the Tyr region and the Shadow King of Nibenay. Even if he has to slay the

whole party, Hedivicitactal knows that the door to his tomb is now open and other may wander down.

Hedivicitactal the Insane: Int Genius: AC: 7 (*ring of protection +3*), MV: nil, HD: 20th level defiler, 20 hpts*, THACO: 14, SA: psionics, AL: NE

*indicates hit points needed to destroy the defiler's brain and slay him, the rest of his body will crumble if struck.

Hedivicitactal's body is a dry lifeless husk incapable of speech or movement. His brain is still magically alive and only damage to the head will slay him. Around one of his decaying fingers is a *ring of protection +3* and the rest of his body is draped in tattered robes. The mind of the evil defiler/psionicist is the real threat to the PCs. He also possesses a flawless ruby that is embedded in his forehead that lets him regenerate 10 PSPs per turn.

If the *switch personality* is successful, Hedivicitactal still has spells memorized and can cast any spells not requiring spell components (noted below) unless he is in the pentagram in Chamber #5 (which he will try to make his way to) except for Intelligence: 20 and Wisdom: 20. The rest of Hedivicitactal's battle plans are listed above. The defiler suffers from the same spell and psionic dampening due to the wards that guard the tomb. Above all, remember that Hedivicitactal is utterly insane and does not wish to go back to the hell whence he came. The power of the dragon is all that matters.

PSIONIC SUMMARY

PSP's: 320 INT: 20 WIS: 20 CON: 14*

*although his body is destroyed, Hedivicitactal can still use sciences and devotions that require a roll vs his Constitution. Any new body will use that character's Constitution for a power score.

Clairsentience: Sciences- clairaudience; Devotions- combat mind, danger sense, all-around vision.

Psychokinesis: Sciences- disintegrate, project force, telekinesis; Devotions- animate object, ballistic attack, control flames, inertial barrier, molecular agitation, soften.

Psychometabolism: Sciences- life draining; Devotions- cause decay, displacement, double pain, enhanced strength, chemical simulation.

Telepathy: Sciences- mindlink, psychic crush, switch personality, mindwipe; Devotions- contact, conceal thoughts, esp, ego whip, inflict pain, psionic blast, mind blank.

Metapsionics: Sciences- ultrablast; Devotions- cannibalize, psychic drain, stasis field, psionic sense.

Defense Modes: mind blank, thought shield, mental barrier, tower of iron will, intellect fortress.

DEFILER SPELLS

*indicates spells that can be cast without components

**Indicates spell from the Dark Sun Rule Book

***Indicates spell from Dragon Kings hardbound.

1st: Burning Hands*, Color Spray, Grease, Magic Missile*, Shield*; **2nd:** Blur*, Glitterdust, Knock*, Mirror Image*, Web; **3rd:** Fleet Feet**, Fly, Lightning Bolt, Protection from Good 10', Vampire

Touch*; **4th:** Dimension Door*, Fire Charm, Ice Storm, Psionic Dampener**, Spider Strand***; **5th:** Cloudkill*, Conjure Elemental, Feeblemind, Teleport*, Wall of Force; **6th:** Death Spell, Eyebite*, Invisible Stalker, Improved Haste***; **7th:** Finger of Death*, Power Word-Stun*, Reverse Gravity; **8th:** Bigby's Clenched Fist, Maze*, Symbol-Pain; **9th:** Imprisonment*, Weird*

incorrect version of *dragon metamorphosis*). The magic is as follows: three rings, two wands, five weapons, six miscellaneous magical items, 10 wizard scrolls, and the seeds for five magical fruit trees (used to create potions).

Scattered around this chamber are hundreds of pieces of various gems and other precious stones that were once part of the defiler's once beautiful throne. Each of the pieces are worth 1d4 gold pieces each in their present condition, and give each PC d100 small chunks. The large black globes are crafted of the purest obsidian and imbued with continual light causing them to have an eerie glow to them (similar to a modern day black light lamp). Each of the globes are worth 1000 gold pieces each.

Chamber #7: Legacy of Hedivicitactal

Behind the throne is an obsidian plaque that is the only way to open the door to Chamber #7. Only the hand of Hedivicitactal (either left or right) placed on the plaque will cause the door to open. This can be accomplished by simply carefully removing the hand and touching it to the plaque, which the defiler will do if he is in a new body. If the body is somehow destroyed, then this room is unobtainable short of months of digging through 10' of solid stone. Hedivicitactal will need to get inside this chamber to obtain his spell books and study a *wish* spell.

Within is 100 years of wealth accumulated by the defiler, and consists of the following: 12988gp, 7641sp, 2900cp, 5000 worth of gems and jewelry, 12 spellbooks containing all spells listed above plus 2d6 spells from levels 1-6 and 1d4 of spell levels 7-9 (including *wish*, and the

Ardor Kilnn: AC: 8 Thac0: 14 //Attk: 1 SA: Spells SD: Immune to fire, 10 mds

HP: 55

□□□□□	□□□□□	□□□□□	□□□□□	□□□□□	□□□□□
□□□□□	□□□□□	□□□□□	□□□□□	□□□□□	

dmg: 2d4 with flasks of oil

Wild Talent: Know location PSP: 10 PS: 16

Spells: 1st Endure Cold, Faerie Fire, Cause Light Wounds X2, Protection from Good, Command, Sanctuary
 2nd Aid, Barkskin*, Produce Flame X2, Trip, Withdraw
 3rd Flame Walk, Protection from Fire*, Pyrotechnics, Paralysis
 4th Produce Fire X2, Cure Serious Wounds X3
 5th Flame Strike, Wall of Fire

Task: AC: 3 Thac0: 14 (8w/bow) //Attk: 2 SA: Bow Spec

HP: 46

□□□□□	□□□□□	□□□□□	□□□□□	□□□□□	□□□□□
□□□□□	□□□□□	□□□□□	□		

dmg: 1d6-1 w/q-staff, 1d8+3 w/arrow

25 arrows	□□□□□	□□□□□	□□□□□	□□□□□	□□□□□
-----------	-------	-------	-------	-------	-------

Wild Talent: Cause Decay PSP: 4 PS: 11

Undak: AC: 6 Thac0: 18 //Attk: 1

HP: 48

□□□□□	□□□□□	□□□□□	□□□□□	□□□□□	□□□□□
□□□□□	□□□□□	□□□□□	□□□		

dmg: 1d6+11 w/club

Wild Talent: Detonate PSP: 20 PS: 12

Morale: 8

Human Warriors (3): AC: 10 Thac0: 19 //Attk: 1

HP: 15

□□□□□	□□□□□	□□□□□	□□□□□	□□□□□	□□□□□
□□□□□	□□□□□	□□□□□			

dmg: 1d6-1 w/spear

Morale: 12

Mul Warriors (2): AC: 10 Thac0: 19 //Attk: 3/2 SA: Wpn sp (+1/12)

HP: 20

□□□□□	□□□□□	□□□□□	□□□□□
□□□□□	□□□□□	□□□□□	□□□□□

dmg: 1d8+1 w/long sword

Morale: 12

Crodlu (2): AC: 4 Thac0: 15 //Attk: 5 SA: Grapple

HP: 25

□□□□□	□□□□□	□□□□□	□□□□□	□□□□□
□□□□□	□□□□□	□□□□□	□□□□□	□□□□□

dmg: 1d8/1d6(X2)/1d4(X2)

Ardor Kilnn: AC: 8 Thac0: 14 //Attk: 1 SA: Spells SD: Immune to fire, 10 rds
HP: 55

□□□□□	□□□□□	□□□□□	□□□□□	□□□□□	□□□□□
□□□□□	□□□□□	□□□□□	□□□□□	□□□□□	

dmg: 2d4 with flasks of oil

Wild Talent: Know location PSP: 10 PS:16

Spells: 1st Endure Cold, Faerie Fire, Cause Light Wounds X2, Protection from Good, Command, Sanctuary
2nd Aid, Barkskin*, Produce Flame X2, Trip, Withdraw
3rd Flame Walk, Protection from Fire*, Pyrotechnics, Paralysis
4th Produce Fire X2, Cure Serious Wounds X3
5th Flame Strike, Wall of Fire

Fask: AC: 3 Thac0: 14 (8w/bow) //Attk: 2 SA: Bow Spec

HP: 46

□□□□□	□□□□□	□□□□□	□□□□□	□□□□□	□□□□□
□□□□□	□□□□□	□□□□□	□		

dmg: 1d6-1 w/q-staff, 1d8+3 w/arrow

25 arrows	□□□□□	□□□□□	□□□□□	□□□□□	□□□□□
-----------	-------	-------	-------	-------	-------

Wild Talent: Cause Decay PSP: 4 PS:11

Undak: AC: 6 Thac0: 18 //Attk: 1

HP: 48

□□□□□	□□□□□	□□□□□	□□□□□	□□□□□	□□□□□
□□□□□	□□□□□	□□□□□	□□□		

dmg: 1d6+11 w/club

Wild Talent: Detonate PSP: 20 PS: 12

Morale: 8

Human Warriors (3): AC: 10 Thac0: 19 //Attk: 1

HP: 15

□□□□□	□□□□□	□□□□□	□□□□□	□□□□□	□□□□□
□□□□□	□□□□□	□□□□□			

dmg: 1d6-1 w/spear

Morale: 12

Mul Warriors (2): AC: 10 Thac0: 19 //Attk: 3/2 SA: Wpn sp (+1/+2)

HP: 20

□□□□□	□□□□□	□□□□□	□□□□□
□□□□□	□□□□□	□□□□□	□□□□□

dmg: 1d8+1 w/long sword

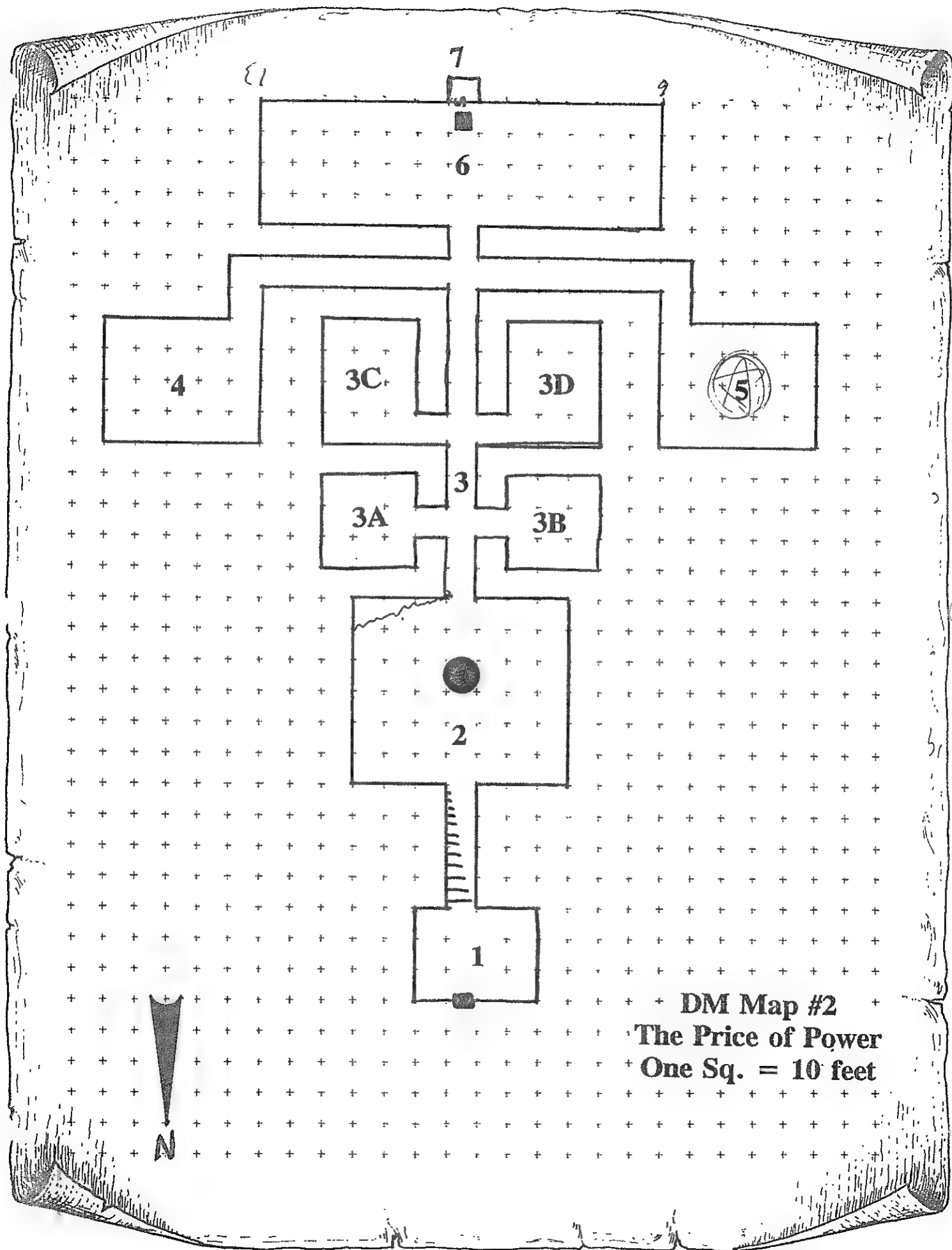
Morale: 12

Orodru (2): AC: 4 Thac0: 15 //Attk: 5 SA: Grapple

HP: 25

□□□□□	□□□□□	□□□□□	□□□□□	□□□□□
□□□□□	□□□□□	□□□□□	□□□□□	□□□□□

dmg: 1d8/1d6(X2)/1d4(X2)



DM Map #2
The Price of Power
One Sq. = 10 feet

Ghost

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVE TIME:	Night
DIET:	None
INTELLIGENCE:	Highly (13-14)
TREASURE:	E, S
ALIGNMENT:	Lawful evil

NO. APPEARING:	1
ARMOR CLASS:	0 or 8 (see below)
MOVEMENT:	10
Hit Die:	d10
THAC0:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	Age 10-40 years
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (5'-6' tall)
MORALE:	Special
XP VALUE:	7,000

Ghosts are the spirits of humans who were either so greatly evil in life or whose deaths were so unusually emotional they have been cursed with the gift of undead status. Thus, they roam about at night or in places of darkness. These spirits hate goodness and life, hungering to draw the living essences from the living.

Combat: As ghosts are non-corporeal (ethereal), they are usually encountered only by creatures in a like state, although they can be seen by non-ethereal creatures. The supernatural power of a ghost is such, however, that the mere sight of one causes any humanoid being to age 10 years and flee in panic for 2-12 (2d6) turns unless a saving throw versus spells is made. Priests above 6th level are immune to this effect and all other humanoids above 8th level may add +2 to their saving throws.

Any creatures within 60 yards of a ghost is subject to attack by a *magic jar*. If the ghost fails to *magic jar* its chosen victim, it will then semi-materialize in order to attack by touch (in which case the ghost is Armor Class 0). Semi-materialized ghosts can be struck only by silver (half damage) or magical weapons (full damage). If they strike an opponent it ages him 10-40 (1d4x10) years. Note that ghosts can be attacked with spells only by creatures who are in an ethereal state. Any human or demi-human killed by a ghost is drained of its life essence and is forever dead.

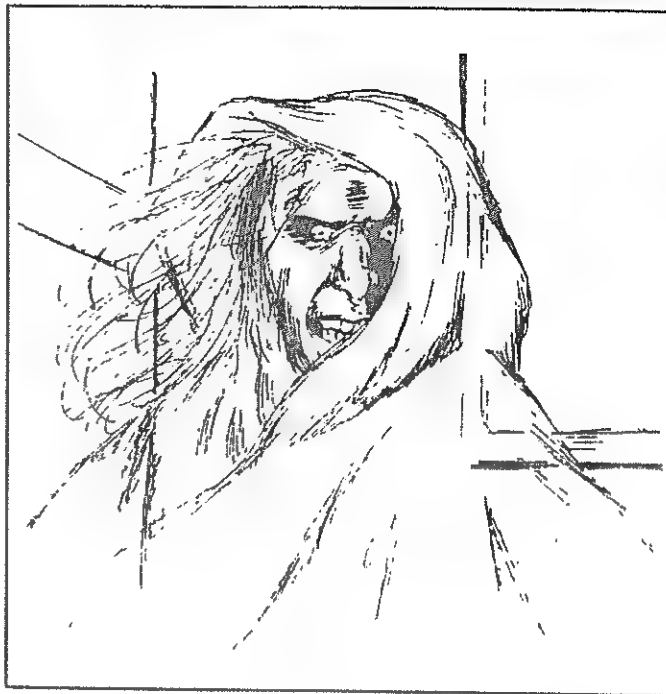
If the ghost fails to become semi-material it can only be combatted by another in the Ethereal plane (in which case the ghost has an Armor Class of 8).

Ghosts can be turned by clerics after reaching 7th level and can be damaged by holy water while in their semi-material form.

Habitat/Society: In most cases, a ghost is confined to a small physical area, which the ghost haunts. Those who have heard stories of a haunted area can thus attempt to avoid it for their own safety.

A ghost often has a specific purpose in its haunting, sometimes trying to "get even" for something that happened during the ghost's life. Thus a woman who was jilted by a lover, and then committed suicide, might become a ghost and haunt the couple's secret trysting place. Similarly, a man who failed at business might appear each night at his storefront or, perhaps, at that of a former competitor.

Another common reason for an individual to become a ghost is the denial of a proper burial. A ghost might inhabit the area near a body, waiting for a passerby to promise to bury the remains.



The ghost, in its resentment toward all life, becomes an evil creature intent on destruction and suffering.

In rare circumstances, more than one ghost will haunt the same location. The classic example of this is the haunted ship, a vessel lost at sea, now ethereal and crewed entirely by ghosts. These ships are most often encountered in the presence of St. Elmo's fire, an electrical discharge that causes mysterious lights to appear in the rigging of a ship.

In many cases, a ghost can be overcome by those who might be no match for it in combat simply by setting right whatever events led to the attainment of the ghost's undead status. For example, a young woman who was betrayed and murdered by someone who pretended to love her might be freed from her curse if the cad were humiliated and ruined. In many cases, however, a ghost's revenge will be far more demanding, often ending in the death of the offender.

Ecology: The dreadful fear caused by the ghost, which ages a victim 10 years, is not well understood by the common man, who often ascribes it to the fact that a ghost is "dead." If this were the case, then certainly skeletons and zombies would have the same effect, which they do not.

Common folklore further confuses this fact by relating details of the ghost's physical form: the classic example of which is the headless horseman, thought by many to be particularly frightening simply because he had no head. Under this belief, one could face a ghost if only one had the courage to stand up to him. Such a mistaken impression has cost many lives over the years. Actually, the fear is caused by the supernatural power of the ghost, and has nothing whatsoever to do with courage.

CLIMATE/TERRAIN:**FREQUENCY:****ORGANIZATION:****ACTIVITY CYCLE:****DIET:****INTELLIGENCE:****TREASURE:****ALIGNMENT:****NO. APPEARING:****ARMOR CLASS:****MOVEMENT:****HIT DICE:****THACO:****NO. OF ATTACKS:****DAMAGE/ATTACK:****SPECIAL ATTACKS:****SPECIAL DEFENSES:****MAGIC RESISTANCE:****SIZE:****MORALE:****LEVEL/XP VALUE:****PSIONICS SUMMARY:****PLAYER'S OPTION:****Crodlu**Desert,
scrub plains

Common

Herd

Day

Herbivore

Animal (I)

Nil

Neutral

5-30 (5d6)

4

24

4+4

15

5

1d4, 1d4/1d8,

1d6/1d6

Grapple

Nil

Nil

L (10'-tall)

Steady (II)

420

Nil

Nil

Heavy CrodluSandy wastes,
stony barrens

Rare

Herd

Day

Herbivore

Animal (I)

Nil

Neutral

1-6 (1d6)

4

18

6+0

13

5

1d6/1d6/1d10/

1d8/1d8

Ram

Nil

Nil

L (12'-tall)

Steady (II)

2,000

Nil

Nil

Heavy Crodlu

Heavy crodlu are a specially bred type of crodlu with better scales for protection of their upper body and head. They have sharp claws on their forearms that may be filed to a point or may be augmented with glass or metal blades.

Combat: A heavy crodlu attacks with hind claws (1d8 points of damage each), the forearms (1d6 points of damage each), and bite (1d10 points of damage). It can use its ramming attack if it is alone or carrying a rider, but it needs 60 feet of clear space between itself and its target. The ramming inflicts 3-24 (3d8) points of damage. If it misses, the crodlu runs for its full movement or until it hits something. If it hits an immovable object, the crodlu receives 1-10 (1d10) points of damage from its own momentum.

A heavy crodlu often has forearm blades and body armor. Blade attacks cause 2-7 points of damage. Cloth armor (AC 3) costs 20 cp, partial leather (AC 2) costs 55 cp (30 pounds), and full leather (AC 1) costs 130 cp (100 pounds).

Habitat/Society: Heavy crodlu live in pens or as part of a caravan or war party. In battle, heavy crodlu must be kept away from regular crodlu or they might attack each other.

Ecology: Domesticated heavy crodlu breed as their owners allow. Wild specimens crossbreed with their herds, producing smaller offspring that, after a few generations, cannot be told apart from the standard crodlu.

Both crodlu are affected by any load they are carrying and do not move if loaded beyond their limits, as indicated in the table below.

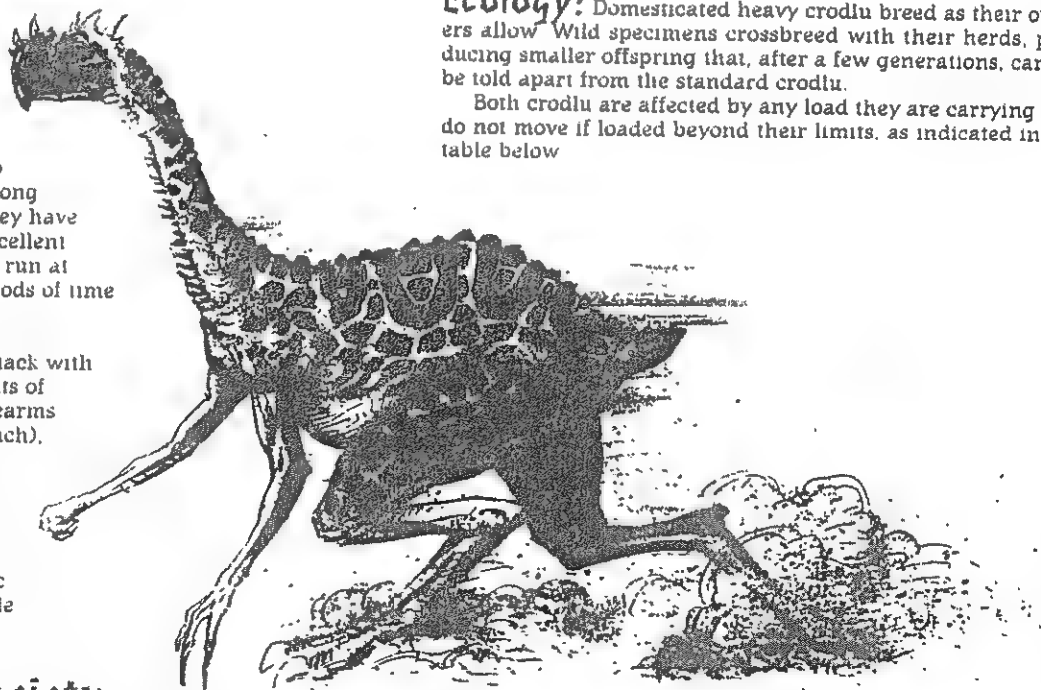
Crodlu are large reptiles that roam the deserts and scrub land in herds. Crodlu resemble large ostriches, but their forearms end in wicked claws and their tough, scaly hides are yellow to red, with other colors along their sides and belly. They have poor eyesight and an excellent sense of smell. They can run at high speed for long periods of time.

Combat: Crodlu attack with their hind legs (1d6 points of damage each), their forearms (1d4 points of damage each), and bite (1d8 points of damage, 1d4 for chicks). If both forearms hit, the crodlu has grappled its opponent, allowing an automatic bite that causes double damage.

Habitat/Society:

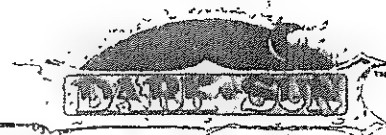
A crodlu herd averages 30 members. The herd leader is a male with 6 HD and AC 3. Crodlu chicks can be trained as mounts. Captured adults, except leaders, have a 10% chance of being trained.

Ecology: Each female lays one egg each year. The chicks are able to run and fight within minutes. Crodlu eat anything.



Crodlu		Heavy Crodlu	
Burden	Weight	Weight	Movement
Light	0-90	0-240	18
Medium	91-180	241-360	12
Heavy	181-270	361-450	8
Very heavy	271-360	451-600	6

Cistern Fiend



CLIMATE/TERRAIN:	Any water
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	see below
INTELLIGENCE:	Animal (1)
TREASURE:	Water
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	12
HIT DICE:	10 + 10
THACO:	9
NO. OF ATTACKS:	Special
DAMAGE/ATTACKS:	Special
SPECIAL ATTACKS:	see below
SPECIAL DEFENSES:	Regeneration
MAGIC RESISTANCE:	Nil
SIZE:	G (40' + long)
MORALE:	Champion (15)
LEVEL/XP VALUE:	10,000

PSIONIC SUMMARY:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
1	1/2/6	PB,EW,MT/IF,MB,TS	16	100

Telepathy—Sciences: mindlink, psionic blast; **Devotions:** contact, ego whip, inflict pain, life detection (special ability, no cost), mind thrust, synaptic static, thought shield, mental barrier, intellect fortress.

This terrible creature is believed to have been conjured from the twisted mind of some long-dead sage. Frequently, unsuspecting victims of the cistern fiend think they have found a safe or unguarded water supply; this is usually their last conscious thought.

The cistern fiend appears as a giant, vaguely green but translucent worm with a great mass of coiling pinkish tentacles surrounding a hideous mouth. The cistern fiend is virtually invisible when totally submersed in water. The creature's size depends on its age and the amount of water available, but most cistern fiends average 40' to 50' in length.

Combat: The cistern fiend attacks with its bite. If a successful attack is made, the victim's body fluids are sucked out through the proboscis. A hapless victim will lose 1/4 of his normal total hit points from loss of body fluids each round until the victim's hit points reach zero. The loss will also stop if the cistern fiend is killed. The creature simultaneously attacks with its poison tentacles. Surrounding the mouth are a dozen 10-foot-long tentacles. The tentacles secrete a highly toxic, paralyzing fluid from sacs located in the base of each tentacle. Victims struck by the tentacles must make a Constitution check. A failed check means the victim's heart muscle stops beating, resulting in death. A successful check means the victim is only paralyzed for 1d10 turns. The cistern fiend will attempt to drain bodily fluids from any creature that it paralyzes; paralyzed victims are automatically hit by the fiend's proboscis attack, and so will be killed in four rounds unless assisted.

The creature also has very basic psionic abilities. It uses its abilities to turn away other creatures from the water supply it



protects, while shielding its mind from attack.

Hard to see in water, victims receive a -3 penalty to surprise rolls. The spell *detect invisible* will reveal the monster's presence.

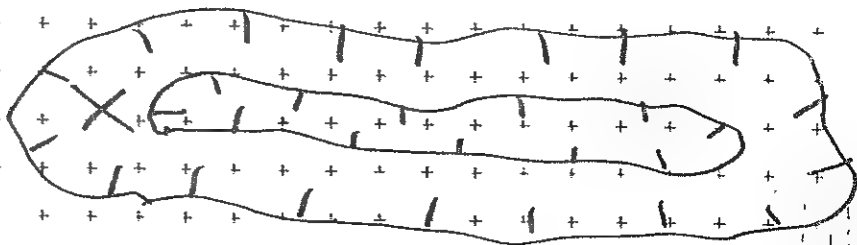
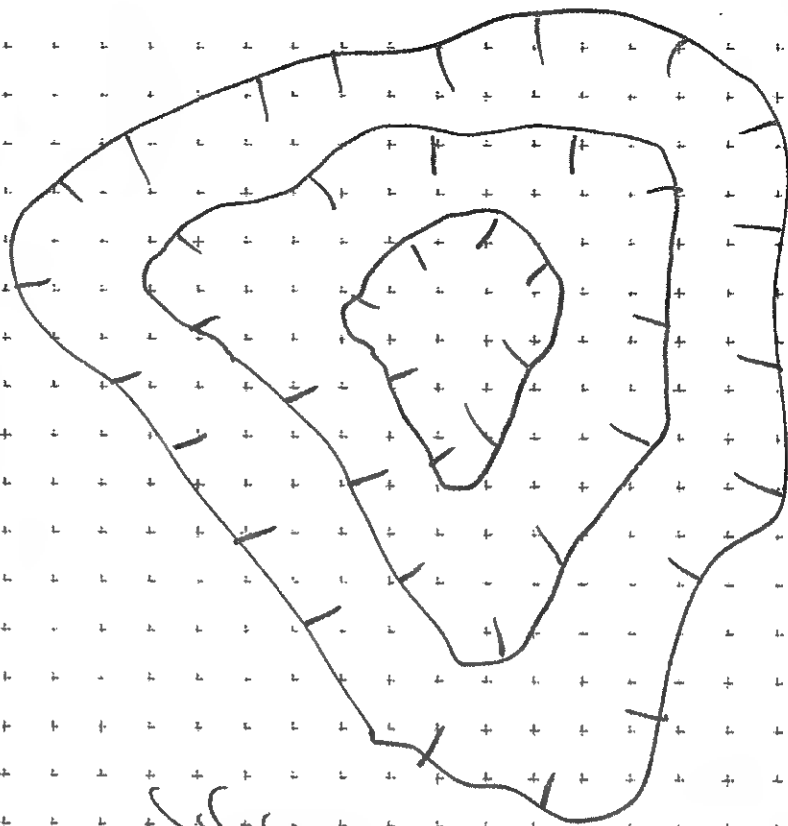
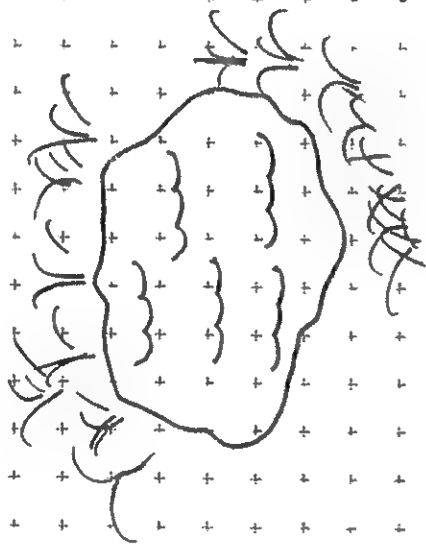
Habitat/Society: The cistern fiend, or water worm, feeds in two different ways. It lives day-by-day filtering nutrients from the water supply in which it dwells. It filters the water through its mouth pores and gains sustenance from the minor biological and mineral impurities in the water. For this reason alone cistern fiends are beneficial to any community's water supply. The fiend also feeds as described above (see "Combat"). To the cistern fiend, all creatures are intruders and potential sources to add fluid to the existing water supply. A slain victim's body fluids are filtered by the cistern fiend and the resulting pure water is expelled into the existing water supply.

Cistern fiends are hermaphroditic and reproduce asexually only once every 10 years. The single offspring grows inside the membranous tissue that comprises the fiend's body and emerges through an eruption in the outer skin layer. During this 24 hour "delivery" period, the parent creature becomes docile. If the single offspring is not removed from the water source by the end of the 24-hour period, it will be killed by the parent creature. Needless to say, a town or city's water source tends to be quite heavily watched during this time.

A cistern fiend must stay immersed in water or it will die in 1d4 turns. For this reason it is very protective of its water supply.

Ecology: The cistern fiend was possibly bred by some long-dead and forgotten king. The creature was originally created for the sole purpose of guarding and purifying caches of water. These creatures are sometime stolen (most likely as newborn offspring) and can be encountered in any large water source. If two adult creatures are introduced into the same water supply, the stronger one will slay the weaker.

DM Map #1
The Price of Power
One Sq. = 20 feet



TTTTT = 5' INCLINATION

X = ~~scribbled out text~~

Pobodin Ya

Halfling Male

9th level Psionicist

STR: 10 open doors: 6, bb\lg: 2%
INT: 20 # lang: 9, immune to 1st & 2nd level illusion spells
WIS: 20 mag def: +4, spell immunity: see below
DEX: 15 def adj: -1
CON: 18 +2 hpt adj, ss: 99%, rs: 100%
CHR: 13 max henc: 5, rec adj: +1

ALIGNMENT: Lawful Neutral

WEIGHT: 55 lbs

HEIGHT: 40"

AGE: 34

AC NORMAL: 9

ARMOR TYPE: none

THACO: 16

AC REAR/SURPRISED: 10

HIT POINTS: 44

SAVING THROWS

POISON/PARA/DEATH: 11

PETR/POLY: 10

ROD/STAFF/WAND: 10

BREATH WEAPON: 14

SPELLS: 11

SAVING THROW BONUSES

+4 Wisdon Bonus

+1 Dexterity Bonus

PSIONICS: see below

COMBAT PROFICIENCIES: Wrist Razors(1d6+1\1d4+1--Spd:2), Spear(1d6\1d8--Spd:6), Short Sword (1d6\1d8--Spd:3), Sling w\stone(1d4\1d4--Spd:6), Short Bow w\sheaf arrows (1d8\1d8--Spd:7)

MOVEMENT: 6\8 forced march; NPP: -3

RACIAL ABILITIES: Gains +1 to hit with slings and thrown weapons, possesses great racial unity.

NON-WEAPON PROFICIENCIES: Gem Cutting (13), Rejuvenation (19), Psionic Detection (18), Water Find (20), Jungle Survival (20), Common (20), Giant (20), Stony Barrens Survival (20), Sandy Wastes Survival (20), Herbalism (18), Tumbling (15), Rope Use (15)

WISDOM IMMUNITIES: Cause fear, charm person, command, friends, hypnotism, forget, hold person, ray of enfeeblement, and scare.

LANGUAGES: Halfling, Common, Giant (halflings must make a proficieny check when speaking any language other than halfling)

EQUIPMENT: Leather breeches, soft sandals, cloak, sling w\20 stones, small backpack, 2 small belt pouches, empty scroll case, 10' giant hair rope, gallon waterskin, rations, gem cutting tools, tinderbox.

MAGIC ITEMS: Wrist Razors +3, Fruit of Fire Breath, Wand of Metal and Mineral Detection w\5 charges, Ioun Stone-pearl white(regenerates 1 hpt\turn)

MONEY: 89gp, 10 small rubies w\10gp ea., 5 uncut emeralds w\4gp ea., large opal w\700gp

WATER SUPPLY: none

Psionic Summery

PSP: 158

Psychokinesis: Sciences-telekinesis, project force Devotions-animate object, control flames, molecular agitation, soften.

Pycho-metabolism: Sciences-complete healing, life draining Devotions-body control, cause decay, mind over body, reduction, share strength.

Telepathy: Sciences-mindlink Devotions-contact, ego whip, esp, inflict pain, life detection.

Defense Modes: mind blank, thought shield, mental barrier, tower of iron will, intellect fortress.

Background

You are the eldest son of a halfling chief whose tribe is located in the southern portion of the Ringing Mountains. In an attempt to broaden your powers and heighten your wisdom, your father sent you out into the Tyr region to explore and learn. At first you were against the idea of being away from other halflings, but then you began to enjoy your travels and even meeting others who dwelled here. Someday soon you will return to your village and claim your right as chief.

These companions that you travel with are a strange lot, nothing like halflings at all. Each is a separate individual with different backgrounds and upbringing. Although this is completely foreign to the ways of the halflings, you find that you enjoy their company while traveling through this barren waste of a land. However, your halfling values and racial unity will always come first.

Grodak the Strong

Half-Giant Male

8th level Ranger

STR: 24 +6 to hit, +12 damage, open doors: 19(17), bb\lg: 95%
INT: 9
WIS: 14
DEX: 13
CON: 22 +6 hpt adj, ss: 99%, rs: 100%, ps: +3, regeneration: 1\2 turns
CHR: 14

ALIGNMENT: Good
WEIGHT: 1675 lbs
HEIGHT: 144"
AGE: 32
AC NORMAL: 5
ARMOR TYPE: kank armor

THACO: 13
AC REAR/SURPRISED: 5
HIT POINTS: 149

SAVING THROWS

POISON/PARA/DEATH: 10
PETR/POLY: 11
ROD/STAFF/WAND: 12
BREATH WEAPON: 12
SPELLS: 13

SAVING THROW BONUSES

+3 vs Posion

WILD TALENT: Flesh Armor--PSP: 24, PS: Con -3

COMBAT PROFICIENCIES: Two Handed Sword(1d10/1d12--Spd:8), Longsword(1d8/1d10), Impaler(1d8/1d8--Spd: 5), Short Sword(1d6/1d8--Spd:3)

RANGER ABILITIES: Can fight two handed w/o penalty; species enemy--gith, can cast clerical spells (see below).

SPELLS: Casts spells as a 1st level fire cleric. Choose from the following spells: ~~Cure Light Wounds~~, Detect Evil, ~~Endure Heat~~, Faire Fire, Light, Pass Without Trace.
#AT: 3/2; MOVEMENT: 15/18 forced march; NPP: -2

NON-WEAPON PROFICIENCIES: Tracking (14), Move Silently (45%), Hide in Shadows (24%), Set Snares (8), Sandy Wastes Survival (14), Water Find (9), Animal Handling-Cats (13)

LANGUAGES: Common, Giant

RACIAL ABILITIES: Suffers from alignment changes from day to day, immitates surrounding cultures, requires 4 gallons of water/day to survive.

EQUIPMENT: Half-giant sized kank armor, two handed sword, short sword, large soft boots, leather pants, giant cloak, 1/2 pound salt, large sack, large belt pouch, water barrel (holds 8 gallons), 4 torches, empty small sack for rations, tinderbox.

MAGIC ITEMS: Long Sword of Wounding +1, 2-Fruits of Healing, Earring of Fire Resistance (as ring), Scroll Protection from Gas

MONEY: 108cp, 78sp, uncut ruby w/100gp

WATER SUPPLY: none

Background

Son of a half-giant trader, your family is part of a small tribe of half-giants that live north of Grak's Pool in the south central Tyr region. This small tribe is known for its rare dealings with the giants that inhabit the islands in the Estuary of the Forked Tongue, trading them for many rare and exotic items. During your 20 years with your family you learned the difficult tongue of the giant race.

On your 20th birthday you decided to leave the tribe in search of some greater destiny. Traveling throughout the wastes of the region you learned the skills of rangers from a man known only to you as the Wanderer. The comrades that you travel with now are the best people you've ever known, bar none. You trust them with your life, and would gladly give up your own for their safety. You loathe defilers and others who would further destroy the delicate environment of Athas.

Kwintosh the Muse

Human Male

9th level Bard

STR: 19 +3 to hit, +7 damage, open doors: 16(8), bb\lg: 50%

INT: 14 # lang: 4

WIS: 10

DEX: 19 rec adj: +3, mis atk: +3, def adj: -4

CON: 15 +1 hpt adj, ss: 90%, rs: 94

CHR: 18 max hec: 15, loy base: +8, rec adj: +7

ALIGNMENT: Neutral

HEIGHT: 74"

AGE: 30

AC NORMAL: 1

ARMOR TYPE: kank armor

WEIGHT: 190 lbs

THACO: 16

AC REAR/SURPRISED: 5

HIT POINTS: 63

-4

-4

-19

SAVING THROWS

POISON/PARA/DEATH: 11

PETR/POLY: 10

ROD/STAFF/WAND: 10

BREATH WEAPON: 14

SPELLS: 11

SAVING THROW BONUSES

+4 Dexterity Bonus

+2 Cloak of Protection

+1 Luckstone

-16

+12

WILD TALENT: Dimension Door—PSP: 4/2r, PS: Con -1

COMBAT PROFICIENCIES: Long sword(1d8\1d10—Spd: 5), Spear(1s6\1d8—Spd: 6), Sling\bullet(1d4+1\1d6+1—Spd: 6), Dagger(1d4\1d3—Spd: 2), Wrist Razors (1d6+1\1d4+1—Spd: 2)

#AT: 1\1; MOVEMENT: 12\15 forced march; NPP: -3

BARD ABILITIES: Pick Pockets (70%), open locks (62%), find\remove traps (60%), move silently (70%), hide in shadows (56%), hear noise (30%), climb walls (98%), read languages (45%); can influence reactions as in player's handbook; Music, poetry, and stories can be used to inspire as in PLAYER'S HANDBOOK; master of poisons: knows poison class A, B, D, F, H, I, J, K, M (see DARK SUN Rule Book pg# 36)

NON-WEAPON PROFICIENCIES: Bargain (8), Sign Language (19), Blind Fighting (na), Tumbling (19), Cooking (14), Leatherworking (14), Mountain Survival (14), Salt Flats Survival (14), Ancient History (13), Reading\Writing (15), Musical Instrument (20)

LANGUAGES: Common, Ettercap, Yuan-Ti

EQUIPMENT: Obsidian long sword (-1 to hit\1 damage), steel sling bullets, sling, hard boots, leather gloves, kank armor, tunic, small backpack, three small pouches, belt pouch, stick of chalk, three torches, scroll case, thieves tools, two gallon waterskins, rations, pan pipes, double fipple flute, poisons (two vials of class A, 1 vial of class D, 3 vials of class I, 4 vials of class M).

Protect vs mye "Spot Scan" Eyes of Farsen

MAGIC ITEMS: Cloak of Protection +2, Dagger +1, Wrist Razors of Venom (as dagger), Luckstone +1, Fruit of Speed, Periapt Proof Against Psionics (gives +2 to all psionic saves).

MONEY: 144gp, 56cp, 23 bits, 4 uncut sapphires w\50gp each

WATER SUPPLY: none

Background

Born a noble's son in the city of Urik, you learned the art of music at an early age from one of your father's slaves. As you grew you came to realize that slavery was wrong, and when your father slew your tutor in a fit of anger you decided to leave. Stealing a great amount of wealth from your father's treasury, you traveled with traders and caravans in an effort to bring your music to the rest of Athas.

Although music is important in your life, you've also learned the art of poisons, and you resort to them constantly to save your life. During your travels over the last 2 years you met your current companions, and consider them the best friends you've ever had. Many evenings are spent listening to your music, and you take great pride in creating ballads about the great accomplishments of your merry band.

Tongas Viffla

Human Male

10th level Preserver

STR: 14 open doors: 8, bb\lg: 7%
INT: 20 # lang: 9, spell level: 9th, know spell: 95%, immune 1-2 illusions
WIS: 18 mag def: +4
DEX: 16 rec adj: +1, mis atk: +1, def adj: -2
CON: 8 ss: 60%, rs: 65%
CHR: 15 max hech: 7, loy base: +3, rec adj: +3

ALIGNMENT: Neutral Good

HEIGHT: 6' 2"

AGE: 37

AC NORMAL: 6

ARMOR TYPE: *Ring of Protection* +2

WEIGHT: 145 lbs

THACO: 17

AC REAR/SURPRISED: 8

HIT POINTS: ~~34~~
14 11

SAVING THROWS

POISON/PARA/DEATH: 13

PETR/POLY: 11

ROD/STAFF/WAND: 9

BREATH WEAPON: 13

SPELLS: 10

SAVING THROW BONUSES

+2 vs All Saves

+2 Dexterity Bonus

+4 Wisdom Bonus

WILD TALENT: Object Reading--PSP: 16, PS: Wis -5

COMBAT PROFICIENCIES: Dagger(1d4\1d3--WS: 2), Quarterstaff(1d6\1d6--WS: 4)

#AT: 1\1; MOVEMENT: 12\15 forced march; NPP: -5

SPELLS: 1st: 4, 2nd: 4, 3rd: 3, 4th: 2, 5th: 2

NON-WEAPON PROFICIENCIES: Somatic Concealment (15), Ancient History (19), Spellcraft (18), Heat Protection (18), Scrub Plains Survival (20), Salt Flats Survival (20), Stony Barrens Survival (20), Weather Sense (15), Reading\Writing (21)

LANGUAGES: Common, Gith, Halfling, Belgoi, Thri-Kreen

EQUIPMENT: Steel dagger, quarterstaff, cloth robe w\hood, hard sandels, wax candel, 2 torches, leather backpack, spell component pouch, parchment, ink, writing quill, magnifying glass, wooden whistle, two 1 gallon waterskins, scroll case, spellbook, small sack.

MAGIC ITEMS: Ring of Protection +2, Scrolls: Ice Storm/Strength/Shadow Magic, Ring of Invisiblity, Fruit of Gaseous Form, Wand of Paralyzation w\7 charges, 3 Beads of Force.

MONEY: 300gp, 76sp, 12cp, 99 bits, 4 uncut diamonds w\200gp ea.

WATER SUPPLY: none

Spellbook

1st: Alarm, Charm Person, Detect Magic, Friends, Magic Missile, Sleep, Wall of Fog

2nd: Alter Self, Blur, Darkness 15r, Detect Evil, Knock, Mirror Image, Shatter, Web

3rd: Blink, Dispel Magic, Gust of Wind, Lightning Bolt, Slow, Vampire Touch, Wraithform

4th: Emotion, Fear, Polymorph Self, Psionic Dampener, Raze, Wall of Ice

5th: Airy Water, Conjure Elemental, Telekinesis, Transmute Rock to Mud, Wall of Stone.

Background

Born in a village on the salt flat wastes, you learned the art of preserver magic from your father who was a member of the Veil Alliance in both Gulg and Nibenay. When he was slain by the templars of Gulg, you took your father's place in this secret society of preservers of the environment at the age of 24. You traveled the western edge of the Tyr region for many years, and met your current companions over the last few years. You trust these good folk greatly, and although they know you belong to the Veil, you do not share details with them.

You hate those who destroy the fragile land of Athas, and would gladly die if you could take one defiler to his grave. You try to use your magic to preserve, and use it to destroy only when there is no other option available.

Thic'thuk

Male Thri-Kreen

9th level Druid

STR: 17 +1 to hit, +1 damage, open doors: 10, bb\lg: 13%

INT: 15 # lang: 4

WIS: 20 mag def: +4, sp bns: 3-1st\3-2nd\1-3rd\3-4th, sp immun: see below

DEX: 09

CON: 16 +2 hpt adj, ss: 95%, rs: 96%

CHR: 13 max hec: 5, rec adj: +1

ALIGNMENT: Neutral

HEIGHT: 84"

AGE: 9

AC NORMAL: 5

ARMOR TYPE: none

WEIGHT: 460 lbs

THACO: 16

AC REAR/SURPRISED: 5

HIT POINTS: (43) — 38 18 3 16 (23)

SAVING THROWS

POISON/PARA/DEATH: 7

PETR/POLY: 10

ROD/STAFF/WAND: 11

BREATH WEAPON: 13

SPELLS: 12

SAVING THROW BONUSES

+4 Wisdom Bonus

+4 SAVING (NEUTRAL)

WILD TALENT: Life Detection--PSP: 12, PS: Int-2

COMBAT PROFICIENCIES: Chatkcha(1d6+1\1d4+1--Spd: 4), Gythka Polearm (2d4\1d10--Spd:9), Quarterstaff(1d6\1d6--Spd: 4)

#AT: 1\1 with weapon, 5\1 with natural attacks; MOVEMENT: 18\21 forced march; NPP: -3

THRI-KREEN ABILITIES: Hard exoskeleton is armor class 5, no need for sleep, needs 1 gallon of water a week, 5 natural attacks—1 bite(1d4) and 4 claw(1d4+1), leap up 20' and forward 50', paralyzing bite—save vs posion or paralyzed for 2d10 rounds\2d8 for large creatures, dodge missiles on roll of 9 or better on d20.

THRI-KREEN RESTRICTIONS: Cannot use rings, girdles, armor(made for humans), or cloaks; has a racial feud with elves who they find very delicious.

DRUID ABILITIES: Can cast spells from the Sphere of Air, and has major access to the Sphere of the Cosmos.

WISDOM IMMUNITIES: Cause Fear, charm person, command, friends, hypnotism, forget, hold person\monster, ray of enfeeblement, and scare.

SPELLS: 1st: 7, 2nd: 7, 3rd: 4, 4th: 4, 5th: 1

NON-WEAPON PROFICIENCIES: Common (15), Healing (18), Artistic Abilitiy (20), Weather Sense (19), Somatic Concealment (8), Bargin (18), Rocky Badland Survival (9), Sandy Waste Survival (9)

LANGUAGES: Thri-Kreen, Common (thri-kreens must make a proficiency check when speaking any language other than thri-kreen)

EQUIPMENT: Obsidian gythka polearm(-1 to hit\ -1 damage), leather clothing harness, 4 small pouches, leather backpack, rations, healing supplies, ½ pound salt, 2 empty scroll tubes, spyglass.

MAGIC ITEMS: Chatkcha +2; ~~Fruit of Extra Healing~~; Scrolls: Commune with Nature, Rainbow, ~~Cure Critical Wounds~~; Amulet of Life Protection

MONEY: 10 uncut diamonds w\30gp each

WATER SUPPLY: none

Background

You are the surviving member of a thri-kreen pack that was wiped out by the Dragon of Tyr on one of its savage rampages across the land. After witnessing the destructive power of the dragon, you decided to dedicate yourself to the preservation of Athas' frail environment. After much travel, you found a druid who was willing to teach you. In addition to the Sphere of Cosmos, you've chosen the Sphere of Air as your second sphere of spells and are now in search of your chosen land.

During your wanderings you met up with the humanoids you travel with now, and you find them to be adequate companions. They've taken your quest to heart and have helped you in trying to find your chosen land whenever possible. You have not seen the Dragon of Tyr in 5 years, and even though it would mean your death you will attempt to destroy him if your paths ever cross again.

Spells—1st: 7, 2nd: 7, 3rd: 4, 4th: 4, 5th: 1

1st level

- ___ ___ Animal Friendship
- ___ ___ Bless
- ___ ☒ Command
- ___ ☒ Cure Light Wounds
- ___ ___ Detect Evil
- ___ ___ Detect Magic
- ___ ___ Detect Poison
- ___ ___ Detect Snares & Pits
- ___ ___ Elemental Bonding (DK)
- ___ ☒ Entangle
- ___ ___ Invisibility to Animals
- ___ ___ Invisibility to Undead
- ___ ___ Light
- ☒ ☒ Locate Plant/Animal
- ___ ___ Meriful Shadows (DSRB)
- ___ ___ Pass w/o Trace
- ___ ___ Protection form Evil
- ___ ___ Remove Fear
- ☒ ☒ Sanctuary
- ___ ___ Shillelagh

2nd level

- ___ ☒ Aid
- ___ ☒ Augury
- ___ ___ Barkskin
- ___ ___ Chant
- ___ ___ Charm Person/Mammal
- ___ ___ Detect Charm
- ___ ☒ Dust Devil
- ___ ___ Entrall
- ___ ___ Find Traps
- ___ ___ Goodberry
- ___ ☒ Hold Person
- ___ ___ Know Alignment
- ___ ___ Messenger
- ___ ___ Obscurement
- ___ ___ Silence 15'r
- ☒ ☒ Slow Poison
- ___ ___ Speak w/Animals
- ___ ___ Trip
- ___ ___ Winds of Change (DK)
- ___ ☒ Withdraw
- ___ ___ Wyvern Watch

3rd level

- | | | | |
|-----|--------------------------------|-----|-------------------------------|
| ___ | Air Lens (DSRB) | ___ | Spike Growth |
| ___ | Call Lightning | ___ | Starshine |
| ___ | Conjure Lesser Elemental (DK) | ___ | (X) Summon Insects |
| ___ | (X) Continual Light | ___ | (X) Tree |
| ___ | Cure Blindness/Deafness | | |
| ___ | Cure Disease | | |
| ___ | (V) Dispel Magic | | |
| ___ | Feign Death | | |
| ___ | Glyph of Warding | | |
| ___ | Hold Animal | | |
| ___ | (X) Locate Object | | |
| ___ | Magical Vestment | | |
| ___ | Negative Plane Protection | | |
| ___ | Plant Growth | | |
| ___ | Prayer | | |
| ___ | Remove Curse | | |
| ___ | Snare | | |
| ___ | Speak w/Dead | | |

4th level

- | | |
|----------------|--|
| ___ | Abjure |
| ___ | Animal Summoning I |
| ___ | Cloak of Bravery |
| ___ | (X) Control Temperature 10' r |
| ___ | (V) Cure Serious Wounds |
| ___ | Detect Lie |
| ___ | Divination |
| ___ | Free Action |
| ___ | Giant |
| ___ | Hallucinatory Forest |
| ___ | Hold Plant |
| ___ | Inbue w/Spell Ability |
| (V) | Neutralize Poison |
| ___ | Plant Door |
| ___ | Protection from Lightning |
| ___ | Protection from Weather (DK) |
| ___ | Rejuvenate (DSRB) |
| ___ | Repel Insects |
| ___ | Speak w/Plants |
| ___ | Spell Immunity |
| ___ | Sticks to Snakes |
| ___ | (X) Tongues |

5th level

- | | |
|-----|-------------------------------------|
| ___ | Air Walk |
| ___ | Animal summoning II |
| ___ | Animal Growth |
| ___ | Anti-Plant Shell |
| ___ | Atonement |
| ___ | Commune w/Nature |
| ___ | Commune |
| ___ | Conjure Elemental |
| ___ | (X) Cure Critical Wounds |
| ___ | Control Winds |
| ___ | Dispel Evil |
| ___ | Good Weather (DK) |
| ___ | Insect Plague |
| ___ | Ironskin (DK) |
| ___ | Magic Font |
| ___ | Moonbeam |
| ___ | Pass Plant |
| ___ | Plane Shift |
| ___ | Quest |
| ___ | Rainbow |
| ___ | Raise Dead |
| ___ | Sands of Time (DK) |
| ___ | True Seeing |

(DK): Information on this spell can be found in the Dragon Kings sourcebook.

(DSRB): Information on this spell can be found in the Dark Sun Rule Book.